Test description

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| **Test ID** | MIP4SLT3IS\_5911 |
| **Test Title** | Create a Hostile Event initiated by an Organisation. |
| **Execution Priority** | 1 |
| **Objective** | BSO validation. Test whether the Producer/Provider is able to create the HostilityStatusCode of an Event (ArtilleryFire for instance), referencing the Organisation that initiated it, and the Consumers/Receivers are able to understand (and display) it correctly. |
| **Scenario** | The Producer creates an Event (ArtilleryFire) with Hostile HostilityStatusCode.  The only way to reference the (enemy) Organisation that initiated it, within MIP4.0 is by describing it in the DescriptionText Element.  The Consumers receive the information and interpret it correctly. |
| **Environment** | Internet or Co-located. Exchange Pattern: R/R, P/S. |
| **Participation** | 2 or more. |
| **MTRS** | Applicable |
| **Pre-test Conditions** | The Producer/Provider has created a topic which includes message elements belonging to the Event message schema area.  The Consumers have subscribed to this topic. |
| **Test Inputs** | Any MIP4SLT3IS test case where a hostile Organisation is informed. |
| **Conclusion** | This test is considered a success if the Hostile Event is processed and interpreted correctly on all Nations’ C2IS. |
| **Test Outputs** | N/A. |
| **Traceability** | REQ\_INF\_0002 |

Test Procedure

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| --- | --- | --- | --- | --- |
| Step | Action | Expected Result | Src | Dst |
|  | The Producer (1) creates an Event (ArtilleryFire) with name ***XXX\_HEAF\_5911*** and with the following status information:   * HostilityStatus=Hostile * DescriptionText=”initiated by 666 (PRK) FA Bn” (Example)   **Notices:**  XXX in name of the object is meant (in principle) to be replaced by the 3 letter code of the country name.  Example for the name of the Event: PRK\_ HEAF\_5911. ~~ | Consumers (2) receive and display the Bombing correctly. ~~ | 1 | 2 |

**Configuration**

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| Item | Value | Comment |
| EventGeneration | 1 | 0 🡪 Combine steps to one event in the MTMT, generate new MTMT events on every source - destination change. 1 🡪 Every step will be added to the MTMT as a separate event. |